```cpp
1  #pragma once
2  // abstract class
3
4  class GameState
5  {
6
7  public:
8      virtual ~GameState() = default;
9      virtual void Enter() {};
10     virtual bool Update(bool processInput = true) { return false; }
11     virtual void Draw() = 0;
12     virtual void Exit() {};
13
14
15
16 };
```